L

A

M

P

I

R

A

N

```
/**
 * (c) Facebook, Inc. and its affiliates.
Confidential and proprietary.
 */

//==============================
==============================
===============
// Welcome to scripting in Spark AR Studio!
Helpful links:
//
// Scripting Basics - https://fb.me/spark-
scripting-basics
// Reactive Programming -
https://fb.me/spark-reactive-programming
// Scripting Object Reference -
https://fb.me/spark-scripting-reference
// Changelogs - https://fb.me/spark-
changelog
//
// Spark AR Studio extension for VS Code -
https://fb.me/spark-vscode-plugin
//
// For projects created with v87 onwards,
JavaScript is always executed in strict mode.
//==============================
==============================
===============

// How to load in modules
const Scene = require('Scene');
const Materials = require('Materials');
const Textures = require('Textures');
const Textures = require('script.js');

// First, we create a Promise and load all the
assets we need for our scene
// The following example shows how to load
Textures, Materials, and an Object.

Promise.all([

   // Loading Textures for the buttons
   Textures.findFirst('1'),
   Textures.findFirst('2'),
   Textures.findFirst('3'),
   Textures.findFirst('4'),
   Textures.findFirst('5'),
   Textures.findFirst('cameraTexture0'),

Textures.findFirst('segmentationMaskTextur
e0'),
   Textures.findFirst('galleryTexture0'),
   Textures.findFirst('x'),
   Textures.findFirst('11'),
   Textures.findFirst('22'),
   Textures.findFirst('33'),
   Textures.findFirst('44'),
   Textures.findFirst('55'),
   Textures.findFirst('+'),

   // Loading the Materials we are switching
on the rectangle
   Materials.findFirst('b0'),
   Materials.findFirst('b1'),
   Materials.findFirst('b2'),
   Materials.findFirst('b3'),
   Materials.findFirst('b4'),
   Materials.findFirst('b5'),
   Materials.findFirst('Camera'),
   Materials.findFirst('add'),

   // Loading the rectangle
   Scene.root.findFirst('rectangle0'),
   Scene.root.findFirst('rectangle1'),
   Scene.root.findFirst('rectangle2'),
   Scene.root.findFirst('rectangle3'),
   Scene.root.findFirst('rectangle4'),
   Scene.root.findFirst('rectangle5'),
   Scene.root.findFirst('Camera'),
   Scene.root.findFirst('add'),

// Now, we wait for a "go ahead" from the
script to let us know when
// we can start using our assets and creating
the NativeUI Picker

]).then(function(results){

   // Assets are loaded, so let's set them all so
we can use them later in the script.
   // The assets are all returned in an object
called "results" in the order that we
   // loaded them. Remember, the index
starts at 0 so the first asset is always
results[0],
   // the next is results[1], etc.

   // First, we set the buttons for the
NativeUI Picker
   const button1 = results[0];
   const button2 = results[1];
   const button3 = results[2];
   const button4 = results[3];
   const button5 = results[4];
   const button6 = results[5];
   const button7 = results[6];
   const button8 = results[7];
```

```
    // Next, we set the materials for the
rectangle
    const b0 = results[8];
    const b1 = results[9];
    const b2 = results[10];
    const b3 = results[11];
    const b4 = results[12];
    const b5 = results[13];
    const Camera = results[14];
    const add = results[15];

    // Finally, we set the rectangle
    const rectangle = results[16]

    // Now, we can finally start building the
NativeUI Picker
    const configuration = {

      // This index controls where the
NativeUI Picker starts.
      // Let's keep things simple for now and
start on the first
      // button, so we keep it at 0. Remember
most things start at 0, not 1.
      selectedIndex: 0,

      // These are the image textures to use as
the buttons in the NativeUI Picker
      items: [
        {image_texture: button1},
        {image_texture: button2},
        {image_texture: button3},
        {image_texture: button4},
        {image_texture: button5},
        {image_texture: button6},
        {image_texture: button7},
        {image_texture: button8}
      ],

      // These are the materials we are
switching between on the rectangle
      mats: [
        {material: b0},
        {material: b1},
        {material: b2},
        {material: b3},
        {material: b4},
        {material: b5},
        {material: Camera},
        {material: add}
      ]
    };

    // Create the NativeUI Picker
    const picker = NativeUI.picker;

// Load our configuration
    picker.configure(configuration);

    // Show the NativeUI Picker
    picker.visible = true;

    // This is a monitor that watches for the
picker to be used.

picker.selectedIndex.monitor().subscribe(fun
ction(val) {

      // When a button is selected, we select
the corresponding material.
      // When they pick the first button then
the first material loads, etc

      rectangle.material =
configuration.mats[val.newValue].material
    });
});

// Use export keyword to make a symbol
available in scripting debug console
export const Diagnostics =
require('Diagnostics');

// To use variables and functions across files,
use export/import keyword
// export const animationDuration = 10;

// Use import keyword to import a symbol
from another file
// import { animationDuration } from
'./script.js'

(async function () {  // Enables async/await
in JS [part 1]
  // To access scene objects
  // const [directionalLight] = await
Promise.all([
  //   Scene.root.findFirst('directionalLight0')
  // ]);

  // To access class properties
  // const directionalLightIntensity =
directionalLight.intensity;

  // To log messages to the console
  // Diagnostics.log('Console message logged
from the script.');

})(); // Enables async/await in JS [part 2]
```